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☐ 1. Document ID: US 5822529 A

L25: Entry 1 of 5   File: USPT   Oct 13, 1998

US-PAT-NO: 5822529
DOCUMENT-IDENTIFIER: US 5822529 A

TITLE: Distributed bidirectional communication network structure in which a host station connected to a plurality of user stations initially assists only in setting up communication directly between user stations without going through the host station

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | | KWIC |
Draw Desc | Image

☐ 2. Document ID: US 5791652 A

L25: Entry 2 of 5   File: USPT   Aug 11, 1998

US-PAT-NO: 5791652
DOCUMENT-IDENTIFIER: US 5791652 A

TITLE: Domino and interchangeable suit cards, games, and methods of play

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | | KWIC |
Draw Desc | Image

☐ 3. Document ID: US 5579440 A

L25: Entry 3 of 5   File: USPT   Nov 26, 1996

US-PAT-NO: 5579440
DOCUMENT-IDENTIFIER: US 5579440 A

TITLE: Machine that learns what it actually does

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | | KWIC |
Draw Desc | Image

☐ 4. Document ID: US 5572627 A

L25: Entry 4 of 5   File: USPT   Nov 5, 1996

US-PAT-NO: 5572627
DOCUMENT-IDENTIFIER: US 5572627 A

TITLE: Network that lea◯ what it actually does

☐ 5.   Document ID: US 3662400 A

L25: Entry 5 of 5   File: USPT   May 9, 1972

US-PAT-NO: 3662400
DOCUMENT-IDENTIFIER: US 3662400 A

TITLE: ·SUBSIDIARY DOCUMENT IDENTIFICATION SYSTEM

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Terms	Documents
L24 not l16	5

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L25: Entry 1 of 5   File: USPT   Oct 13, 1998

US-PAT-NO: 5822529
DOCUMENT-IDENTIFIER: US 5822529 A

TITLE: Distributed bidirectional communication network structure in which a host
station connected to a plurality of user stations initially assists only in setting
up communication directly between user stations without going through the host
station

DATE-ISSUED: October 13, 1998

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
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APPL-NO: 08/ 512707   [PALM]
DATE FILED: August 8, 1995

FOREIGN-APPL-PRIORITY-DATA:

COUNTRY	APPL-NO	APPL-DATE
JP	6-189708	August 11, 1994
JP	7-085028	April 11, 1995

INT-CL: [06] H04 M 3/42, H04 M 1/66

US-CL-ISSUED: 395/200.49; 395/200.31, 395/615, 379/202
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FIELD-OF-SEARCH: 395/606, 395/610, 395/615, 395/329, 395/200.02, 395/200.49,
395/200.12, 395/200.31, 379/202

PRIOR-ART-DISCLOSED:

U.S. PATENT DOCUMENTS

| Search Selected | | Search ALL |

	PAT-NO	ISSUE-DATE	PATENTEE-NAME	US-CL
☐	5117458	May 1992	Takaragi et al.	380/4
☐	5239577	August 1993	Bates et al.	379/201
☐	5539813	July 1996	Jonsson	379/202

OTHER PUBLICATIONS

"A Service Platform for Distributed Applications", Popescu-Zeletin et al, IEEE, pp.
11-17, Jul. 1992.

ART-UNIT: 237

PRIMARY-EXAMINER: Dung; Dinh C.

ASSISTANT-EXAMINER: Perveen; Rehana

ABSTRACT:

In a communication network structure, a communication network system using the communication network structure and a communication method for the communication network system, a plurality of user stations which are connected to one another through bidirectional communication means, and at least one host station which is connected to each of the user stations through bidirectional communication means. The host station holds a data base containing consciousness information in which only each user station's intention of entering the communication network is collected, and communication connection in formation which is required for each user station to directly or indirectly select another user station without going through host station to perform a direct communication therebetween, and each user station holds knowledge information to be delivered between the user stations without going through the host station by the direct communication therebetween.

20 Claims, 22 Drawing figures

DOCUMENT-IDENTIFIER: US 5822529 A
TITLE: Distributed bidirectional communication network structure in which a host station connected to a plurality of user stations initially assists only in setting up communication directly between user stations without going through the host station

DATE ISSUED (1):
19981013

Brief Summary Text (52):
In the communication network system as described above, the manner of deciding a dialogue target and communicating with the dialogue target comprises the means for notifying the host machine of an intention of responding consciousness information which interests a user (can be responded by the user) when the user finds the interesting consciousness information (response intention registering means), the means for conducting a matching operation on the consciousness information and the response intention content in the host machine (correspondence intention link means), and the means for informing the user of a matching success and supplying the communication connection information on a target user (communication connection information supply means). However, another manner may be used as the manner of deciding the dialogue target and communicating with the dialogue target. For example, when consciousness information to which the user can respond is found by the user on the basis of a list of consciousness information group with no matching operation by the host machine, the user may ask the host station to supply the communication connection information to directly communicate with a target user (dialogue target). Furthermore, the matching operation may be carried out by the host machine on the assumption that a necessary combination is selected in strict consideration of conformity (consistency) of a theme, or that an incidental combination is selected in moderate consideration of conformity of a theme to realize an unexpected encounter.

Brief Summary Text (64):
In the steps of D, E and F, the decision of the dialogue target is performed through the matching work of the host machine. On the other hand, the decision of the dialogue target may be dependent on an user's selection through his reading (perusal) of a list of consciousness information group without using the matching work of the host machine. In this case, in place of the steps of D, E and F, the following steps of D' and E' may be used.

Brief Summary Text (71):
In the matching work of the host station, it is preferable that a target user having the closest corresponding relationship with the user is set as a first candidate, and other target users are also ranked as subsequent candidates in accordance with the closeness degree in the corresponding relationship to prepare preliminary candidates in consideration of the possibility that the dialogue with the first candidate is unestablished. On the other hand, the matching work may be carried out in consideration of a contingency factor without using the closeness degree of the corresponding relationship as an index.

Brief Summary Text (75):
The consciousness information registered in the consciousness data base are opened to all users or specific users in the form of a list, and a user accesses to the consciousness data base to freely read the content of the consciousness information. In this case, only the consciousness information can be read, and the communication connection information such as telephone numbers of registers of the consciousness

information are kept se●c.

Detailed Description Text (35):
In this process, an user operates his user machine to access consciousness data base stored in the host machine 40 through the network and reads the consciousness information of another user. The reading of the consciousness data base is performed with a searching method using key words, or a method in which the consciousness data base is classified from a big classification to a small classification like a tree structure, and the hierarchy of this tree structure is traced from a higher stage to a lower stage to find out desired consciousness information.

Detailed Description Text (36):
FIG. 8 shows a situation where an user (hereinafter referred to as "reading user") different from the user who has registered the consciousness information in the <consciousness information registering process> as described above reads the consciousness data base. As shown in FIG. 8, in a consciousness information group represented as a list, the consciousness information of "Please tell me chinese restaurants around Osaka where we can eat delicious chinese dishes within 5000 yen" which was registered by the user is edited to a brief message "Please tell me chinese restaurant within 5000 yen in Osaka", and then displayed on the top stage of the list.

Detailed Description Text (41):
In this process, the host station performs a matching operation between each consciousness information registered in the consciousness data base and the response intention content which is expressed to the respective consciousness information. The matching operation is generally performed between the consciousness information in the consciousness data base and the response intention to the consciousness information concerned. However, when no corresponding response intention is expressed, the matching work may be performed between messages registered in the consciousness data base. The matching can be judged by numerically estimating the degree of coincidence of key words. The matching operation may be performed so that only both the consciousness information and the response intention which are perfectly coincident with each other (i.e., provides perfectly coincident correspondence relationship) are extracted. However, in place of the above perfect coincidence requirement, it may be considered that the correspondence relationship between the consciousness information and the response intention is ranked in accordance with the degree of closeness (coincidence) to secure preliminary candidates and select a second candidate as a next candidate when a dialogue with the first candidate is unestablished.

Detailed Description Text (53):
In the <response intention registering process> and the <correspondence intention link process> as described above, the determination of the dialogue target is made through the matching work of the host machine. In place of this method, the determination of the dialogue target may be made on the basis of only the selection of an user who reads a list of the consciousness information. In this case, a process of <communication connection information request process> may be used in place of the <response intention registering process> and the <correspondence intention link process>.

Detailed Description Text (59):
As "I:N type service" may be listed free market, garage sale (sale/buy), private auction, network shopping (communication sale), ticket/event information, enterprise supply commercials, etc.

Detailed Description Text (60):
As "N:N type service" may be listed a scoop video contest, a photograph contest, a meeting for mass interview with a view to marriage, a battle meeting for determination of quiz champion, a meeting for original video exchange, etc.

Detailed Description Text (61):
As "I:I type service" may be listed TV telephone, automatic telephone message recorder, Video image communication, Is any person who can communicate with me on telephone? (for old people), advice for human life/psychological counseling, navigation (operation instruction), etc.

Detailed Description Text (62):
As "OD service" may be listed NEWS data base, video encyclopedia, data base of

intellectuals, etc.

Detailed Description Text (65):
The content of the consciousness information is mainly classified into reception type information shown in <table 1> and transmission type information shown in <table 2>, and each of the reception and transmission type information is designed in such a tree structure having plural items such as rough classification", "consciousness content", "large area", "middle area" "small area", "genre", "price", "others", etc. as shown in FIG. 16. By responding these items in a questionnaire style, The consciousness information which is the summary of user's consciousness and which the user wants to transmit as a message to another user is prepared and registered. The tree structure is also used when desired consciousness information is searched in the consciousness information reading process.

Detailed Description Text (68):
<table 4> shows the types of the search method of the desired consciousness information in the consciousness information reading process, and these types correspond to the content of the consciousness information as described above. In the communication mode A, a list of targets is displayed in turn during the line connection. On the other hand, in the communication mode B used for the larger capacity (amount) of data, a compressed file which is loaded down is thawed and then supplied for reading.

Detailed Description Text (77):
ADDRESS and BOOK 61 are provided adjacently to the operation unit 60, and addresses, names and telephone numbers of friends and acquaintances, and information on their places of employment can be displayed in the form of a list by clicking the above portion. Furthermore, an automatic dialing to a person whom the user wants to call can be performed by clicking a corresponding portion to a desired display content.

Detailed Description Text (88):
If in the matching work the closest corresponding relationship is set as a first candidate and the other corresponding relationships are ranked in accordance with the degree of closeness, a next candidate can be introduced to an user when a dialogue with the first candidate ends in failure.

Detailed Description Paragraph Table (1):

TABLE 1

Reception Type Information Rough Large Middle Classification Consciousness Content Area Area Small Area Genre Price Others

I want to know restaurant Osaka Chinese Dishes Within .Yen.5,000. Food I want to know restaurant Osaka Takoyaki Within .Yen.1,000. Human I want someone to talk to. Osaka Mino Onohara -- -- I want a boyfriend. Tokyo From 20 to 29 years --d I want a girlfriend. Osaka From 10 to 19 years --d I want to enter a circle. Osaka The game of go Within .Yen.5,000. I want to take part in Party. Osaka Within .Yen.10,000. House I want to buy house. Nagoya Hongo Detached House Within 20 million yen I want to buy house. Osaka Toyonaka Sakurazuka Apartment House Within 50 million yen p I want to rent house. Tokyo Roppongi Apartment House Car I want to buy car. Osaka Osaka Yodogawa-ku RV Within 1 million yen I want to buy car. Tokyo Ninato-ku Roppongi Benz Within 10 million yen BBS DB search Osaka

Detailed Description Paragraph Table (4):

TALBE 4

Message search Search destination Connection AP Mode method DB Method Data content Search result

Communication 1 Questionnaire Input Consciousness code DB Dch.PK Consciousness code List of targets - Successive connection mode A 2 Questionnaire Input Consciousness code DB Dch.PK Consciousness code Real time 3 Character Input Text DB Dch.PK EM text 20 characters List of targets - Successive connection Communication 1 Video Input Video audio DB Bch StiII image Fite Down-load - Successive reading modeB 2 Audio Input VideoaudioDB Bch AudioFite Down-load - Successive reading

CLAIMS:

8. A communication network system including:

a plurality of user stations each having a user machine, which are connected to one another through bidirectional communication means; and

at least one host station having a host machine, which is connected to each of said user stations through bidirectional communication means,

wherein said user machine disposed in each user station comprises consciousness information input means for representing a user's consciousness information, which is the summary of a user's consciousness to be transmitted to another user, with one type or a combination of a plurality of types which are selected from the group consisting of picture, voice, sound, music, characters, symbols and numerals in a limited range of total information amount, and inputting the consciousness information according to a frame indication, consciousness information registering means for registering the consciousness information input from said consciousness information input means in a consciousness data base which is offered to public reading under the control of the host station, consciousness information reading means for reading consciousness information of other users which are registered in the consciousness data base, response intention registering means for expressing an intention of directly communicating with a target user who registers consciousness information to which the user concerned can respond, through the network to said host station when the user finds out the consciousness information in the consciousness data base being read, and registering a response intention into said host machine, communication connecting information recording means for receiving communication connection information on the target user, which is transmitted to a user who is judged to be proper by said host station in response to the expression of the response intention, and storing the communication connection information in a recording medium, target user automatic dialing means for connecting a bidirectional communication path with a user machine of the target user on the basis of the communication connection information stored in said communication connection information recording means, and knowledge information transmission and reception means for representing the detailed knowledge to be transmitted through the line-connected communication path with one type or a combination of a plurality of types which are selected from picture, voice, sound, music, characters, symbols and numerals, and communicating the knowledge information with the target user,

wherein the communication connection information transmitted from a host to the user is such that at least a telephone number of a target user is substantially kept to an invisible state to the user or is coded, and made meaningful or decoded in an area in the user machine to which the user is untouchable,

wherein each said user station is capable of both transmitting and receiving said knowledge information, and

wherein said host machine disposed in said host station includes consciousness information open-public means for arranging various consciousness information of each user which is registered in the consciousness data base and opening to the public the consciousness information group through the network to all users or specific users, correspondence intention link means for performing a matching operation between consciousness information registered in the consciousness data base and the response intention content to string or group both consciousness information and response intention between which high corresponding relationship is satisfied, and communication connection information supply means for informing success of the matching to at least one of a user registering the consciousness information and a user registering the response intention when the matching succeeds, and supplying through the network the communication connection information to directly communicate with the target user.

9. A communication network system including:

a plurality of user stations each having a user machine, which are connected to one another through bidirectional communication means; and

at least one host station having a host machine, which is connected to each of said user stations through bidirectional communication means,

wherein said user machine disposed in each user station comprises consciousness information input means for representing a user's consciousness information, which is the summary of a user's consciousness to be transmitted to another user, with one

type or a combination of ● plurality of types which are ●cted from the group consisting of picture, voice, sound, music, characters, symbols and numerals in a limited range of total information amount, and inputting the consciousness information according to a frame indication, consciousness information registering means for registering the consciousness information input from said consciousness information input means in a consciousness data base which is offered to public reading under the control of the host station, consciousness information reading means for reading consciousness information of other users which are registered in the consciousness data base, communication connection information request means for requesting said host station through the network to supply the communication connection information to directly communicate with the target user who has registered the consciousness information concerned when the user finds out the consciousness information in the consciousness data base being read, and registering a response intention into said host machine, communication connecting information recording means for receiving the communication connection information received from said host station and recording the communication connection information in a recording medium, target user automatic dialing means for connecting a bidirectional communication path with a user machine of the target user on the basis of the communication connection information stored in said communication connection information recording means, and knowledge information transmission and reception means for representing the detailed knowledge to be transmitted through the line-connected communication path with one type or a combination of a plurality of types which are selected from picture, voice, sound, music, characters, symbols and numerals, and communicating the knowledge information with the target user,

wherein the communication connection information transmitted from a host to the user is such that at least a telephone number of a target user is substantially kept to an invisible state to the user or is coded, and made meaningful or decoded in an area in the user machine to which the user is untouchable,

wherein each said user station is capable of both transmitting and receiving said knowledge information, and

wherein said host machine disposed in said host station includes consciousness information open-public means for arranging various consciousness information of each user which is registered in the consciousness data base and opening to the public the consciousness information group through the network to all users or specific users, and communication connection information supply means for supplying the communication connection information on the target user to the user through the network in response to the communication connection information request on the target user from the user.

20. The communication method as claimed in claim 14 or 15, wherein in the matching work of the host station, the closest corresponding relationship is set as a first candidate, and other corresponding relationships are ranked in accordance with the degree of closeness.

US-PAT-NO: 5791652
DOCUMENT-IDENTIFIER: US 5791652 A

TITLE: Domino and interchangeable suit cards, games, and methods of play

DATE-ISSUED: August 11, 1998

INVENTOR-INFORMATION:

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APPL-NO: 08/ 665669   [PALM]
DATE FILED: June 20, 1996

INT-CL: [06] A63 F 1/00

US-CL-ISSUED: 273/305; 273/304
US-CL-CURRENT: 273/305; 273/304

FIELD-OF-SEARCH: 273/292, 273/303, 273/305
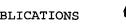
PRIOR-ART-DISCLOSED:

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Search Selected | Search ALL

PAT-NO	ISSUE-DATE	PATENTEE-NAME	US-CL
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D212239	September 1968	Schick	
516165	March 1894	Paine	273/305
645961	March 1900	Kingwell	273/303
712566	November 1902	Moller	
821781	May 1906	Cudwaller	
4170358	October 1979	Hancock	
4588193	May 1986	Winston	273/305 X
5280916	January 1994	Gleason	

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FOREIGN-PAT-NO	PUBN-DATE	COUNTRY	US-CL
2191953	December 1987	GB	273/303

Sylvia Mann, Collecting Playing Cards, 1966 pp. 186-189, Bell, New York USA .

ART-UNIT: 334

PRIMARY-EXAMINER: Stoll; William E.

ABSTRACT:

A deck of playing cards, games, and methods of play to be used for play of conventional domino games and interchangeable suit or multiple denomination card games. The deck of cards is representative of a set of dominoes. The cards contain a primary indicia (30a), a secondary indicia (30b), and a tertiary indicia (30c). These indicia are located in positions that allow the player to clearly view and recognize all possible denominations of the cards when they are held in the typical fan-like fashion. Each indicia is composed of a first value (32b) and a second value (34b). These three indicia are each representative of the same domino and have corresponding orientations, with respect to their values. In many games, the method of play allows a player to choose either value for the suit and the other becomes the rank. The player can organize their cards by rotating them by 180 degrees, inverting the relative position of its values, to reflect a change in the desired suit.

15 Claims, 24 Drawing figures

DOCUMENT-IDENTIFIER: US 5791652 A
TITLE: Domino and interchangeable suit cards, games, and methods of play

Abstract Text (1):
A deck of playing cards, games, and methods of play to be used for play of
conventional domino games and interchangeable suit or multiple denomination card
games. The deck of cards is representative of a set of dominoes. The cards contain a
primary indicia (30a), a secondary indicia (30b), and a tertiary indicia (30c).
These indicia are located in positions that allow the player to clearly view and
recognize all possible denominations of the cards when they are held in the typical
fan-like fashion. Each indicia is composed of a first value (32b) and a second value
(34b). These three indicia are each representative of the same domino and have
corresponding orientations, with respect to their values. In many games, the method
of play allows a player to choose either value for the suit and the other becomes
the rank. The player can organize their cards by rotating them by 180 degrees,
inverting the relative position of its values, to reflect a change in the desired
suit.

DATE ISSUED (1):
19980811

Brief Summary Text (4):
This invention relates to dominoes, specifically to domino playing cards; it also
relates generally to playing cards, specifically to multiple denomination playing
cards where the suit and rank are interchangeable.

Brief Summary Text (47):
The use of a 52-card deck of single denomination poker cards to play a wide variety
of card games is well known in the prior art. Names, ranking, and the four suits are
also well known. Common disadvantages or objections to playing games with standard
52-card decks include:

Brief Summary Text (102):
(ii) to provide a deck of playing cards where the suit and rank are interchangeable,
that is either value could be the suit and the other value is then the rank;

Brief Summary Text (103):
(jj) to provide a deck of playing cards where it is more difficult to remember all
of the important or highest ranking cards that have been played;

Drawing Description Text (3):
FIG. 1 is a plan view of the face of the preferred embodiment of my interchangeable
suit and rank domino playing cards. The figure consists of three indicia 30a, 30b,
and 30c that are representative of a single domino.

Detailed Description Text (2):
The present invention is a multiple denomination playing card deck, where a card's
suit and rank are interchangeable. The present invention also includes methods of
using this card deck. The deck is useful for playing domino games and many card
games invented for the standard 52-card deck, as well as games invented specifically
for play with the disclosed multiple denomination playing card deck.

Detailed Description Text (324):
Another strategy of play is to form runs or groups of cards whose weight is
different by a value of one. For example, this strategy can be used in the play of

rummy and solitaire game● Yet another strategy allows pl●rs to collect groups of cards that either have the same weight or that form incremental sequences. For example, this combination of strategies can be used in versions of poker and cribbage games. Scoring, strategy, and other methods of play vary by the game. These and other details will become apparent in reading the following partial list of instructions.

Detailed Description Text (386):
Bidding--The player to the left of the dealer starts. A player can bid any amount up to the total in the pot. A player may bid or throw their cards in. When only one player remains active, the four cards from the center are added to that player's hand.

Detailed Description Text (387):
Winning--If the player now has thirty-five in one suit, the amount of their bid can be taken from the pot. If a player's bid is greater than the value of the pot, the pot is received and nothing more. If the player does not have thirty-five, their bid is paid into the pot.

Detailed Description Text (546):
Play--Each end of the card acts as a "dice." The numbers are used independently from one another. One die can be ignored. The players make a claim as to the value of the hand. A player can say more, less or exactly what is held. If someone accuses a player of lying, the cards must be shown. Otherwise, it is the next person's turn and they must claim a higher ranking hand.

Detailed Description Text (547):
Scoring--The rank of hands from highest to lowest is as follows:

Detailed Description Text (563):
Play--Each end of the card represents one die and the numbers are used individually. A player may ask for one additional face-up card. Then play passes to the next player. Once everyone has their numbers, the hands are compared. The rank of hands from highest to lowest is as follows with higher numbers in a given rank of hand beating lower numbers:

Detailed Description Text (571):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (632):
Object--Each player tries to get the highest ranking poker hand.

Detailed Description Text (636):
Betting--Each player bets or folds after the first two cards are dealt and then again after each of the third and fourth cards are dealt. Each player tries to get the best poker hand horizontally, vertically or diagonally when each number is used individually. For example, in FIG. 16A in the first vertical row there is a straight (4,3,2,1). There is also three of a kind diagonally (three 2's). There is also a pair diagonally in the other direction (two 3's). The rank of hands from highest to lowest is as follows:

Detailed Description Text (642):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (645):
The "interchangeable suit and rank" method of play leads to some of the most interesting games. Using this method of play and the preferred embodiment of the playing cards the player decides whether to use first value 32a or second value 34a as the suit. Having so decided the other value then becomes the rank for the card.

Detailed Description Text (647):
In most games described below the suit and rank are determined at the time the card is played. In this case, the intentions of a player may switch throughout the play. Additionally, a card laid by another player can force the first player to change the intended suit and rank of one of their cards. These scenarios will become clear in the section below describing the operation of interchangeable suit play.

Detailed Description Text (648):
The method of card flipping can be used even if the suit and rank selection is not

made until the point of play. A player may use this process to better understand the cards they are dealt.

Detailed Description Text (650):
The preliminary methods of play are as defined in the section above titled "Operation General Play--FIGS. 1, 6." The preferred embodiment for the interchangeable suit method of play is shown in FIG. 1. The general concept of play is that a player can either choose a first value 32a or a second value 34a as the suit. The other value then becomes the rank of the card.

Detailed Description Text (651):
Allowing a player to interchange the suit and rank of the card effectively doubles the possible denominations in the deck. For example, the card shown in FIG. 1 can be used as two denominations: the rank of three in the five's suit or the rank of five in the three's suit.

Detailed Description Text (652):
In the preferred embodiment, the cards contain a secondary indicia 30b and a tertiary indicia 30c. These indicia are oriented the same as the primary indicia 30a. Therefore, when a card is rotated 180 degrees the values in the upper left corner are inverted. Thus a player can use the orientation of the values in a given indicia to determine the card's suit and rank. For example, assume the top value is the rank and the bottom value is the suit. Then FIG. 1 would represent the rank of five in the suit of threes, in its current orientation. However, if you rotate the card 180 degrees the three would then be the top value on each indicia. This would make the card a three in the five's suit.

Detailed Description Text (653):
In some games it is required that the suit and rank be chosen at the beginning of a hand. The orientation technique described above allows players to mark this selection. Thus a game might specify that the bottom value in the upper left indicia determines the suit. A game may allow a player to set the orientation they desire at the beginning of the hand. Another game may require that players pick all of their cards up at once and accept the orientation that is dealt. This provides a significant advantage over Chinese domino cards where the cards cannot be reoriented to indicate a different suit and rank.

Detailed Description Text (654):
Still, it is possible to recognize both denominations of the card without rotating the card. This is due to multiple features of the cards in their preferred embodiment. The first aspect is the nature of allowing the suit and rank to be interchangeable. This allows one indicia to represent multiple denominations. The second aspect is the location and orientation of the secondary and tertiary indicia. The indicia's orientation and some of its benefits were described in a paragraph above. In the preferred embodiment, the location of secondary indicia 30b and tertiary indicia 30c is such that you can clearly view at least one indicia when the cards are held in a typical fan-like fashion (FIG. 6). This is true before and after a card is rotated 180 degrees.

Detailed Description Text (655):
This provides for quick play and does not require you to memorize the alternative denominations of a card. This provides a significant advantage over other prior art multiple denomination playing cards. Prior art multiple denomination cards do not suggest this method of interchanging the card's suit and rank. Prior double denomination cards possess two different indicia. These two indicia are located in positions that usually require a player to flip the card over to recognize the alternative denomination of the card. Otherwise, the cards must either be memorized or spread out more in the hand than cards of the present invention. This generally reduces the practical number of cards a player can hold to about four. Additionally, cards of the present invention have the advantage of a less crowded and less distracting face than multiple denomination cards of the prior art which have separate indicia for each denomination.

Detailed Description Text (657):
In the preferred embodiment, a deck of cards of the present invention are representative of a set of double-6 dominoes. Thus all possible combinations of the numbers from zero through six taken two at a time are represented. For most games the deck consists of eight suits, one for each number, zero through six, and the doubles' suit. Every card belongs to two suits. If the card is a mixed card (its two

values are different) then it belongs to the suit associated with each value. If the two values on the card are identical then the card belongs to the suit of that value and the doubles' suit. Each suit has seven cards: the three highest ranking cards, the three lowest ranking cards, and one middle-ranking card. In most games the double of a given suit is the highest ranking card in that suit.

Detailed Description Text (658):
This division of cards results in only six cards out of the 28 card deck that fall in the lowest three-ranking cards for both of their suits. These six cards are the zero, one, and two in combination with a three; the zero and one with a two; and the zero one. The zero in the zero's suit is the double and so is the highest ranking card in that suit. The zero in the four's suit can also be played as the four in the zero's suit, where it is no longer one of the three lowest cards. In fact there are only four additional cards that are not one of the three highest cards in one of their suits. These are the zero, one, two, and three in combination with a four. This leaves 18 out of 28 cards, or over 64%, that can possibly be used as one of the three highest ranking cards in some suit.

Detailed Description Text (663):
The cards of the present invention also make it very difficult to count cards. The first reason for this is because for every card played you must remember two denominations are no longer in play. For example, if the card of FIG. 1 is played to the five's suit you must not only remember that the three in the five's suit is out of play but also the five in the three's suit. A second factor complicating the counting of cards is the fact that the suit and rank are both of the same type. A third reason it is difficult to remember what has been played is that there are eight suits. Another factor that makes it more difficult to count cards of the present invention than those in a standard 52-card deck is that almost every card is important. Only six of the cards are low ranking cards and even these could easily become winners. This is because players may players may play the higher ranking cards in those suits to their alternative suit.

Detailed Description Text (679):
Object--Each player tries to get a higher ranking poker hand than all of the other players.

Detailed Description Text (686):
Scoring--The rank of hands from highest to lowest where the higher numbered suits beat lower numbered suits is as follows:

Detailed Description Text (689):
3) Five of a kind--five cards of the same rank

Detailed Description Text (690):
4) Four of a kind--four cards of the same rank

Detailed Description Text (691):
5) Full House--three cards of one rank and two cards of another rank.

Detailed Description Text (693):
7) Three of a kind--three cards of the same rank

Detailed Description Text (694):
8) Two Pairs--two cards of one rank and two cards of another rank

Detailed Description Text (695):
9) One Pair--two cards of the same rank

Detailed Description Text (698):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (712):
Bidding--Bidding starts with the player to the left of the dealer. Rank of suits is no trump, doubles, 6's, 5's, 4's, 3's, 2's, 1's, and 0's. The bid is raised by bidding more tricks in the same suit or bidding the same number of tricks in a higher suit.

Detailed Description Text (714):
The 4:0 takes the trick because it is the highest trump card that was played. The

4:2 is considered a rank of 4 in the suit of 2's because that was the suit that was called. In FIG. 14C, doubles were called as the suit and 0's are trump.

Detailed Description Text (762):
Object--Each player tries to get the highest ranking poker hand.

Detailed Description Text (769):
Scoring--The rank of hands from highest to lowest where higher numbered suits beat lower numbered suits is as follows:

Detailed Description Text (772):
3) Five of a kind--five cards of the same rank

Detailed Description Text (773):
4) Four of a kind--four cards of the same rank

Detailed Description Text (774):
5) Full House--three cards of one rank and two cards of another rank

Detailed Description Text (776):
7) Three of a kind--three cards of the same rank

Detailed Description Text (777):
8) Two Pairs--two cards of one rank and two cards of another rank

Detailed Description Text (778):
9) One Pair--two cards of the same rank

Detailed Description Text (780):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (891):
Bidding--Bidding begins with the dealer. Each player has the opportunity to bid, pass, double, or redouble. If a player passes, another call may still be made later in the bidding, but if a bid, double or redouble is followed by three passes, the bidding is over. If all four players pass at the opening bid, the cards are thrown in and the deal passes to the next player. A bid symbolizes the number of tricks a player thinks can be taken over three and the suit that will be used as trump. The rank of suits for bidding is no trump, sixes, fives, fours, threes, twos, ones and zeros. The honors are the highest three cards of the trump suit and if there is no trump, the double six, five and four are honors. Each bid must be higher than the preceding bid. Players can raise the bid by bidding more tricks in the same suit or the same number of tricks in a higher suit. The maximum tricks a player can take is seven so four is the maximum bid.

Detailed Description Text (911):
Scoring--Each trick more than three counts five points. If a partnership makes a grand slam and takes seven tricks, they score thirty-five points. No points are scored for honors. If the bidding partnership fails to make their bid, the entire amount of the bid is deducted from their score. The opposing team scores five points for each trick they take over three.

Detailed Description Text (913):
Scoring--Each trick over three is worth nine points. A grand slam scores sixty-three points. If either partnership gets a grand slam, it wins the game regardless of its score. If the bidding partnership fails to make their bid, the entire amount of their bid is deducted from their score.

Detailed Description Text (922):
If a partnership fails to make its bid, the amount they bid plus twenty points is subtracted from their score. If a player who chose to play alone doesn't make their bid, the partnership loses twice their bid.

Detailed Description Text (928):
Object--Each player tries to get a higher ranking poker hand than all of the other players.

Detailed Description Text (932):
Play--After the last bet, players who are still active may discard two of their

seven cards. The remaining five cards are used for a showdown. The rank of hands from highest to lowest is as follows with the higher numbered suits beating the lower numbered suits:

Detailed Description Text (935):
3) Five of a kind--five cards of the same rank

Detailed Description Text (936):
4) Four of a kind--four cards of the same rank

Detailed Description Text (937):
5) Full House--three cards of one rank and two cards of another rank.

Detailed Description Text (939):
7) Three of a kind--three cards of the same rank

Detailed Description Text (940):
8) Two Pairs--two cards of one rank and two cards of another rank

Detailed Description Text (941):
9) One Pair--two cards of the same rank

Detailed Description Text (943):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (946):
Object--Each player tries to get a higher ranking hand than all of the other players.

Detailed Description Text (951):
Play--The remaining players have a showdown. The rank of hands from highest to lowest is as follows with higher numbered suits beating lower numbered suits:

Detailed Description Text (957):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (965):
Bidding--The player to the left of the dealer starts. A player can bid any amount up to the total in the pot. A player may bid or throw their cards in. When only one player remains active, the four cards from the center are added to that player's hand.

Detailed Description Text (966):
Winning--If the player now has thirty-five in one suit, the amount of their bid can be taken from the pot. If a player's bid is greater than the value of the pot, the pot is received and nothing more. If the player does not have thirty-five, their bid is paid into the pot.

Detailed Description Text (1051):
Scoring--If a player's bid is made, the proper amount of points are received. If a player's bid is not made, the proper amount of points are lost. Points for each bid are as follows:

Detailed Description Text (1063):
Object--Each player tries to get a higher ranking hand than all of the other players.

Detailed Description Text (1069):
Scoring--The rank of hands from highest to lowest with higher numbered suits beating lower numbered suits is as follows:

Detailed Description Text (1072):
3) Five of a kind--five cards of the same rank

Detailed Description Text (1073):
4) Four of a kind--four cards of the same rank

Detailed Description Text (1074):
5) Full House--three cards of one rank and two cards of another rank.

Detailed Description Text (1076):
7) Three of a kind--three cards of the same rank

Detailed Description Text (1077):
8) Two Pairs--two cards of one rank and two cards of another rank

Detailed Description Text (1078):
9) One Pair--two cards of the same rank

Detailed Description Text (1080):
Winning--The player with the highest ranking hand wins the pot.

Detailed Description Text (1129):
a) suits or grand--the amount of the bid is lost at handplay, but twice the bid is lost if the skat was taken.

Detailed Description Text (1247):
FIG. 9 shows an embodiment of an interchangeable suit card where the indicia are not representative of a conventional domino. This figure shows indicia with non-numeric values. Additionally, this figure discloses interchangeable suit cards with more than two suits. Indicia 110 is composed of a first value 112, a second value 114, and a third value 116. Any of these three values can be used as suits or ranks under the interchangeable suit method of play.

Detailed Description Text (1259):
FIG. 7 shows color coded cards. This allows players to play matching dominoes or to follow suit in interchangeable suit and rank games simply by matching the colors on the cards. For example, instead of searching to match a five to a five they could compare color attempting to match a blue to a blue. In a first embodiment, the colors and values could be coordinated. This method would simply make play easier for players with strong color recognition skills. In an alternative embodiment the colors and values could be separate features. This would lead to several additional methods of play. For example, in matching games you may be allowed to match either the number or the color. The colors might indicate a tertiary suit or a required arithmetic operation.

Detailed Description Text (1262):
In interchangeable suit and rank play the player can select from more than two possible suits. A first method of selection might allow the player to use any one of the three values as the suit and either of the other values as the rank. In a second method of selection, the suit or rank may be formed by a combination of two of the values. In another method of play, the card can consist of two suits or ranks.

Detailed Description Text (1263):
The card shown in FIG. 10 suggests the possibility of rotation by 90 degrees to indicate a selection of a suit and rank for the card. Each non-primary indicia is positioned and oriented in a method to depict its relationship to primary indicia 120a. Matching can be accomplished on all four sides of the card.

Detailed Description Text (1264):
FIG. 11 shows a joker that could be added to a deck of cards of the preferred embodiment. In matching games a player can match a joker to any value. When the other end of the joker is also wild the player that laid it could call its value. An alternative method of play would allow the next player (that desired to use the open end) to set its value. In other games the player who plays the joker can set both its suit and rank.